FIG. 1

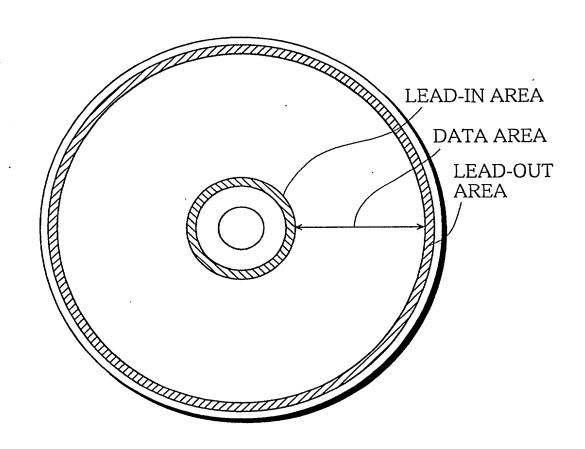
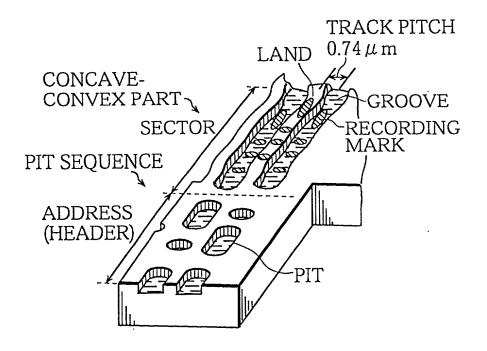
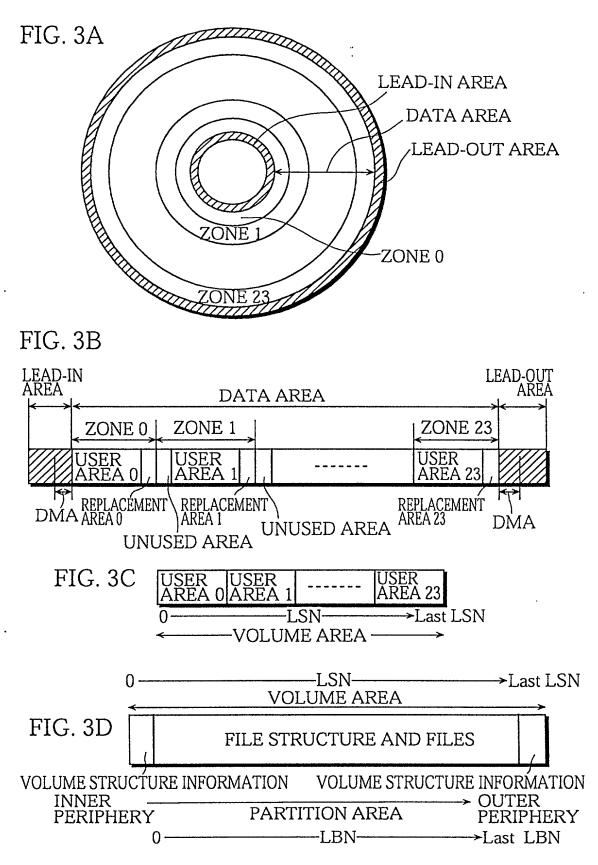
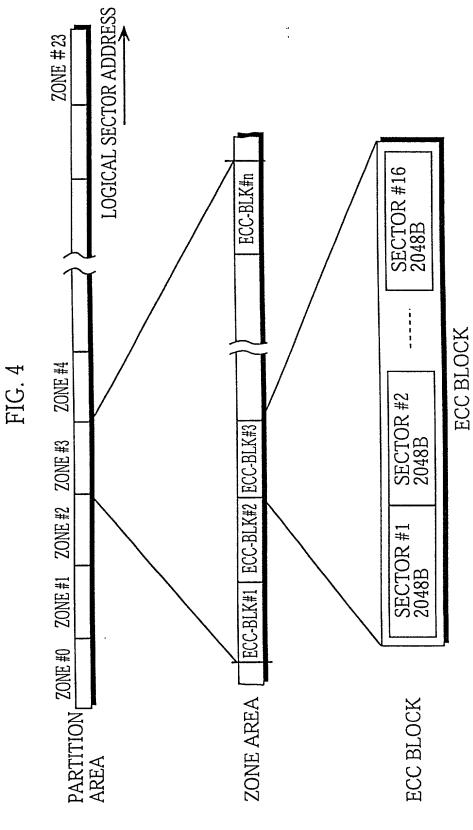
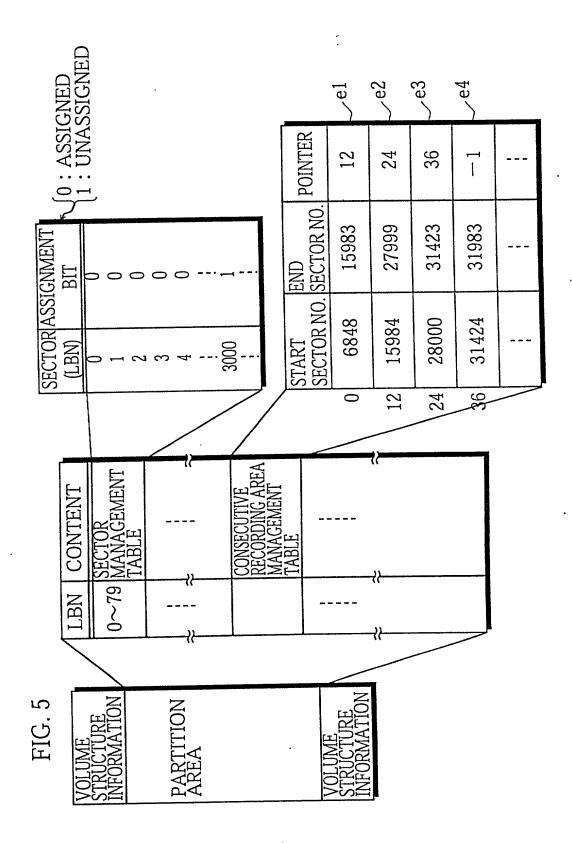


FIG. 2









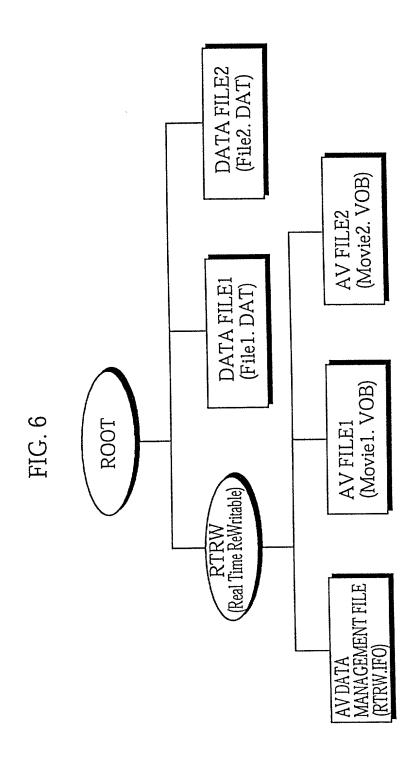


FIG. 7

AV FILES

VOB#1	(Movie1.VOB)
VOB#2	(Movie2.VOB)
: :	
VOB#N	

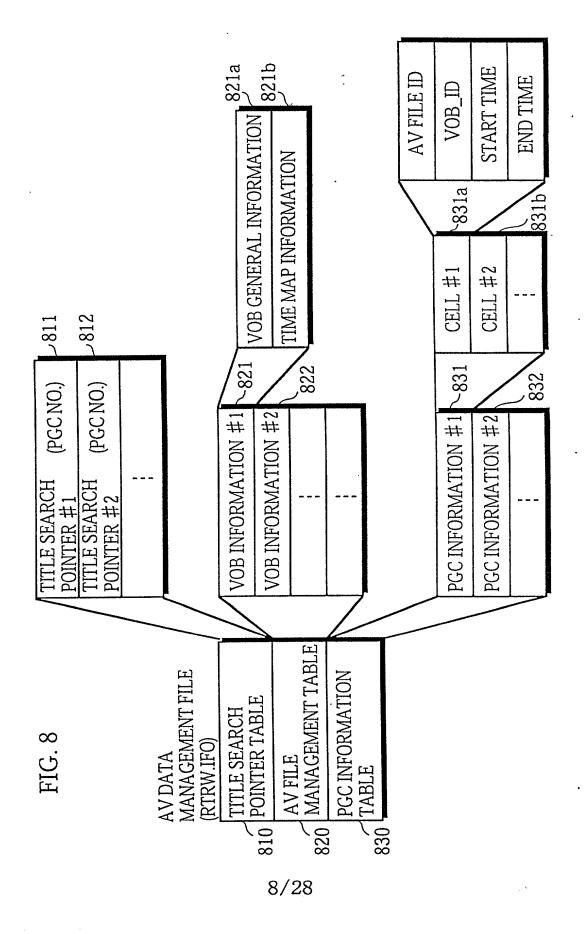
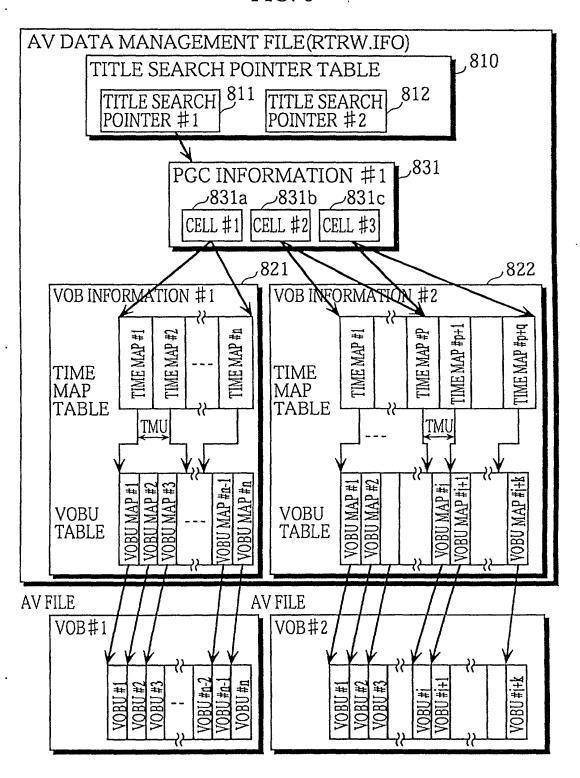
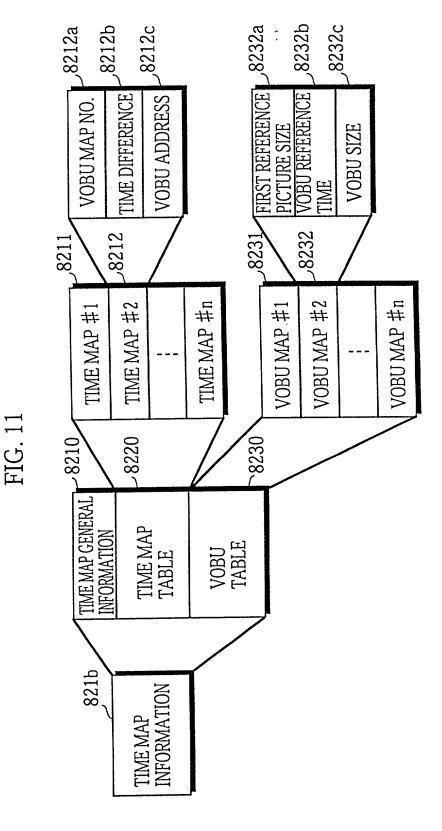


FIG. 9



FIC 10

	 	· 	
Video Object (VOB)	Video Object Unit Video Object Unit Video Object Unit		V_PCK A_PCK V_PCK V_PCK V_PCK V_PCK V_PCK V_PCK



11/28

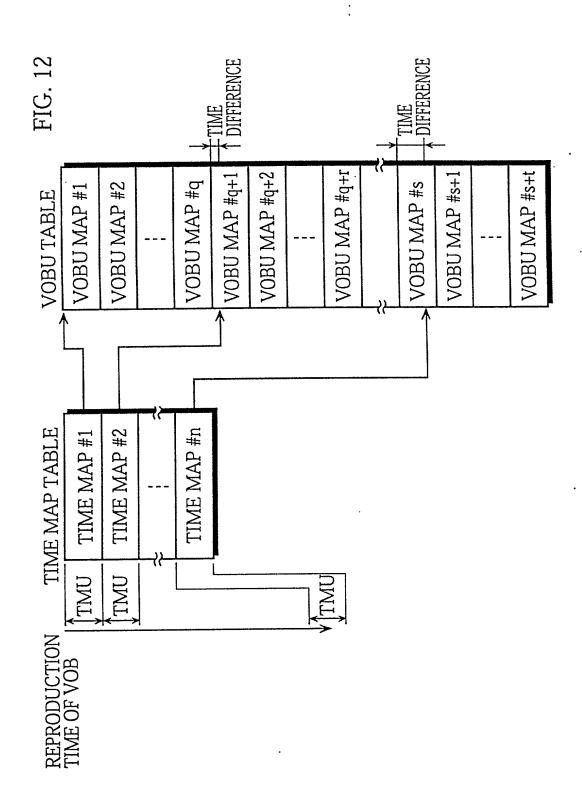
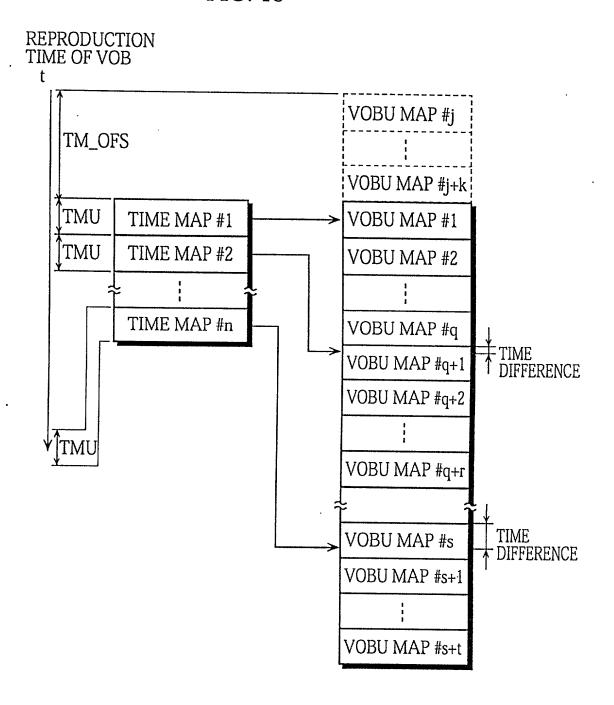
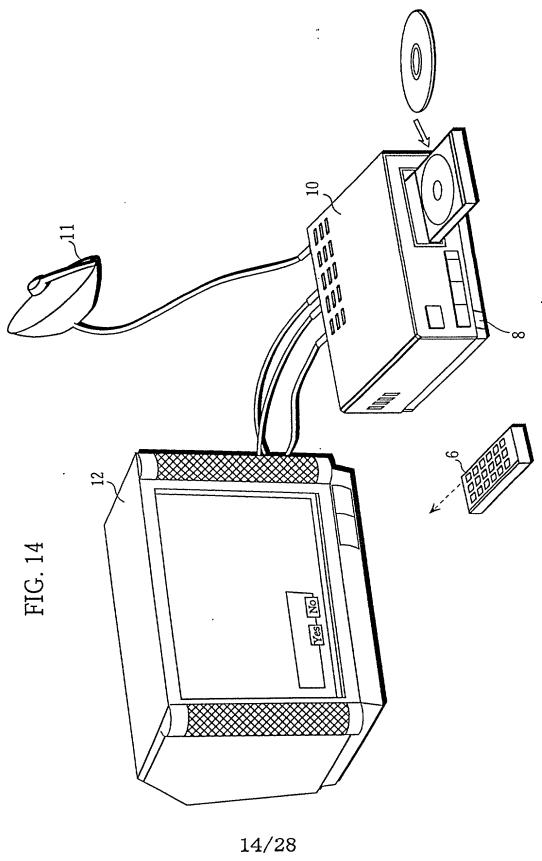


FIG. 13





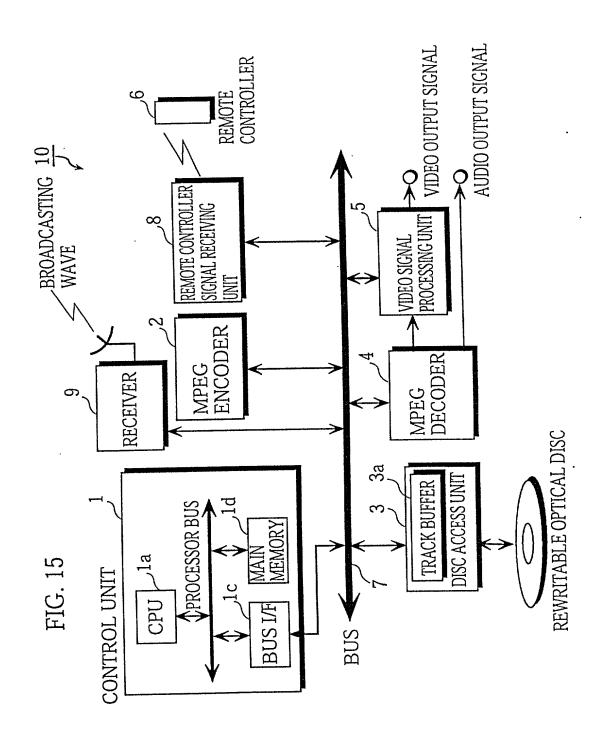
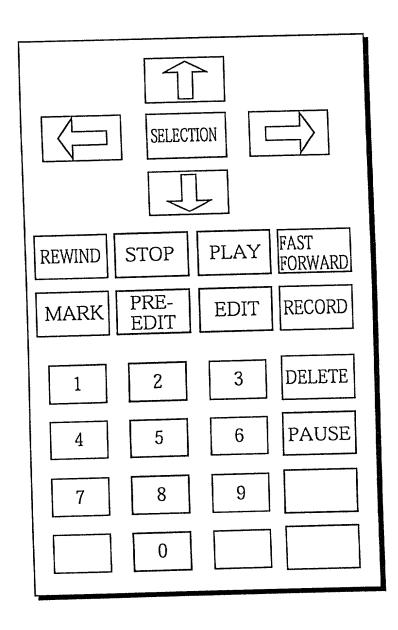
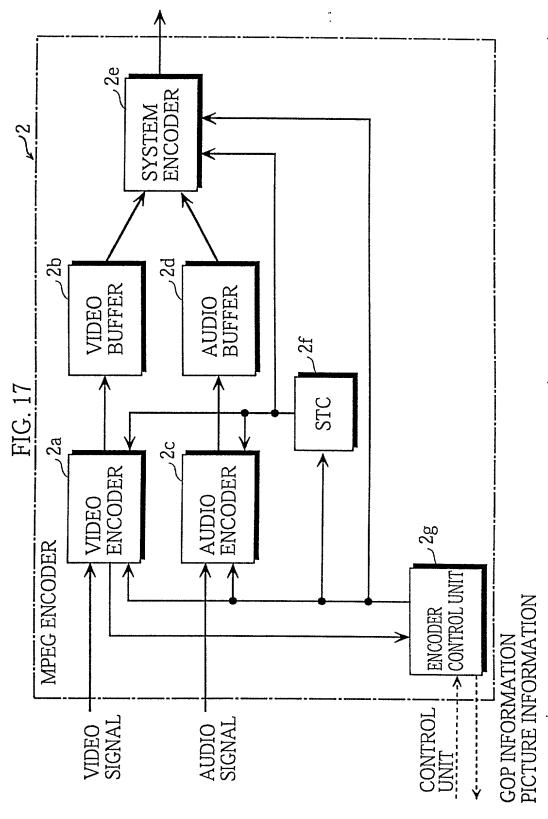
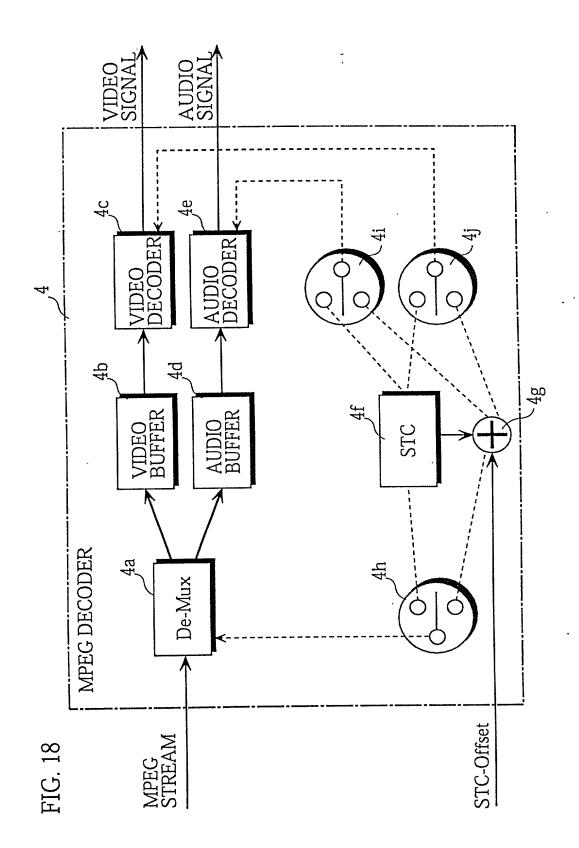


FIG. 16





17/28



18/28

AN ACAN ETT E CVCTENAT	VINIOIN FILE OIGIEIM (
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(
\odot	COMMON FILE	ILE SYSTEM UNIT 104
	CREATE	GENERATE A FILE
	DELTE	DELETE A FILE
	OPEN	OPEN A FILE
	CLOSE	CLOSE A FILE
	WRITE	WRITE A NON-AV FILE
	READ	READ A FILE(COMMON TO AV AND NON-AV)
	SEEK	MOVE INSIDE A DATA STREAM
	RENAME	CHANGE A FILE NAME
	MKDIR	GENERATE A DIRECTORY
	RMDIR	REMOVE A DIRECTORY
	STATES	OBTAIN A FILE SYSTEM STATE
	GET-ATTR	OBTAIN A FILE ATTRIBUTE
	SET-ATTR	SET A FILE ATTRIBUTE
	SEARCH_DISCON	DETECT WHETHER A SPECIFIED SECTION INCLUDES A DISCONTINUOUS BOUNDARY (ZONE BOUNDARY)

AV FILE SYSTEM UNIT 103

MEF	MERGE	MERGE OF AVFILE1+BUFFER+AV FILE2
SPLIT		SPLIT AN AV FILE
SHO	SHORTEN	DELETE AN EDGE OF AV FILE
DFD	PFPI ACF	REPI ACE A PART OF AVEITE

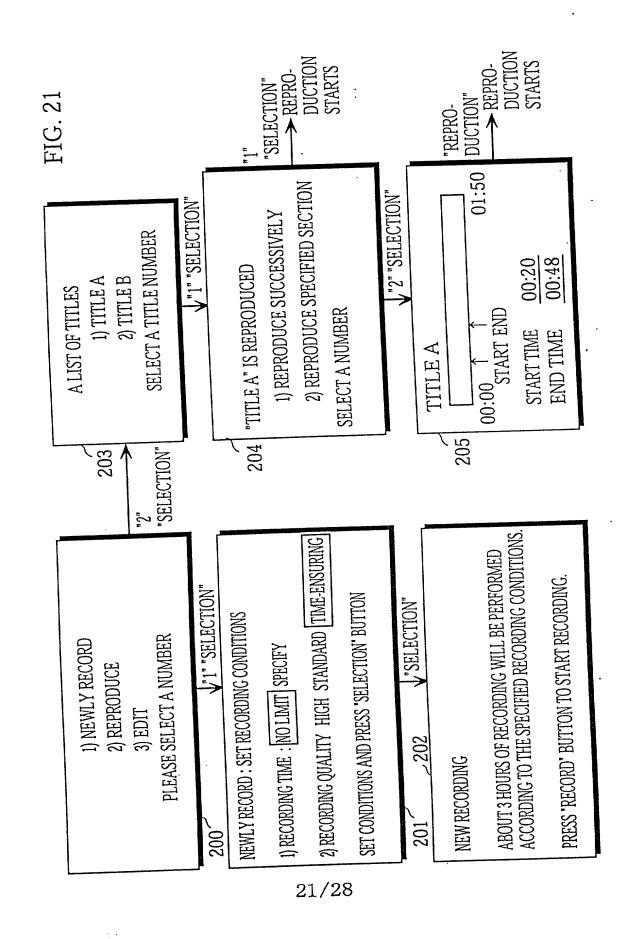


FIG. 23

VOBU NO.	NUMBER OF PACKS IN FIRST REFERENCE PICTURE IN VOBU	NUMBER OF PACKS IN VOBU
#1	14	46
#2	15	51
#3	13	49
#4	14	47
#5	14	46
#6	15	51
#7	13	49
#8	14	47
#9	14	46
#10	15	51
#11	13	49
#12	14	47
	1	!
#21	15	51
#22	13	49
i	!	1

FIG. 24

PROCESS BY THE AV FILE MANAGEMENT INFORMATION GENERATING UNIT 112

